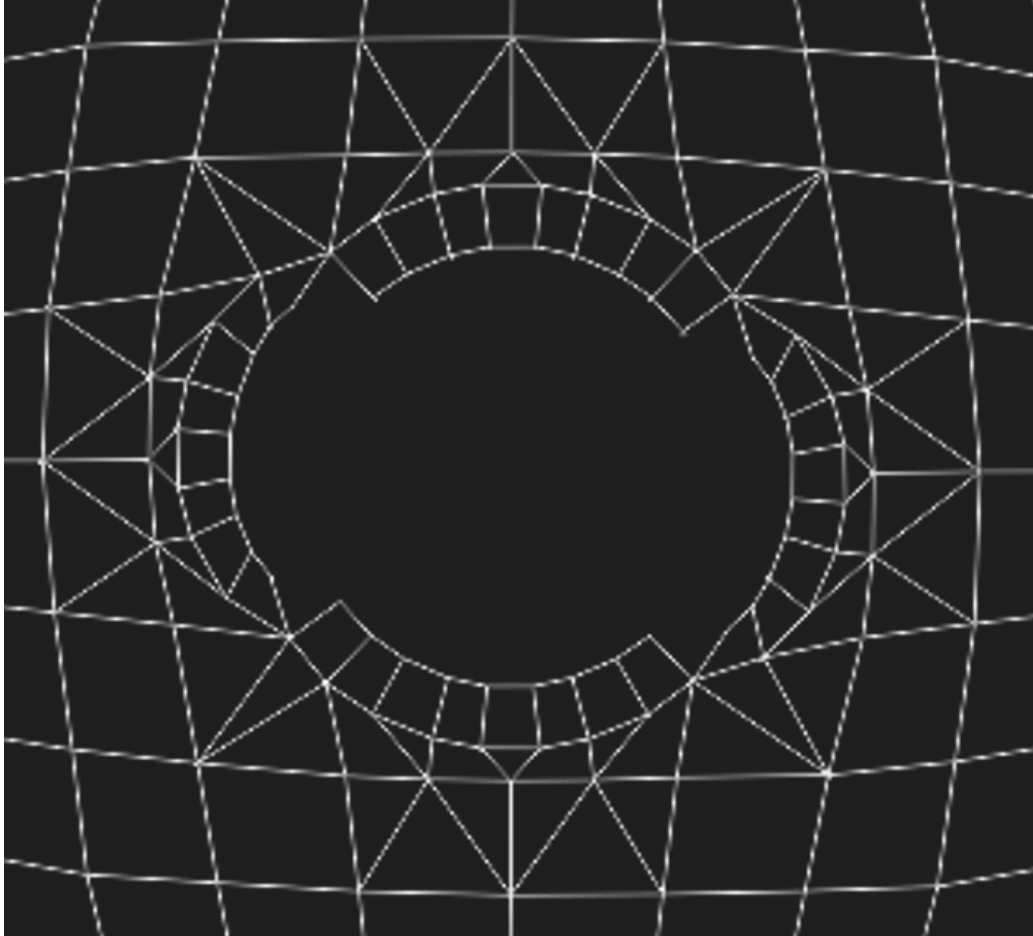
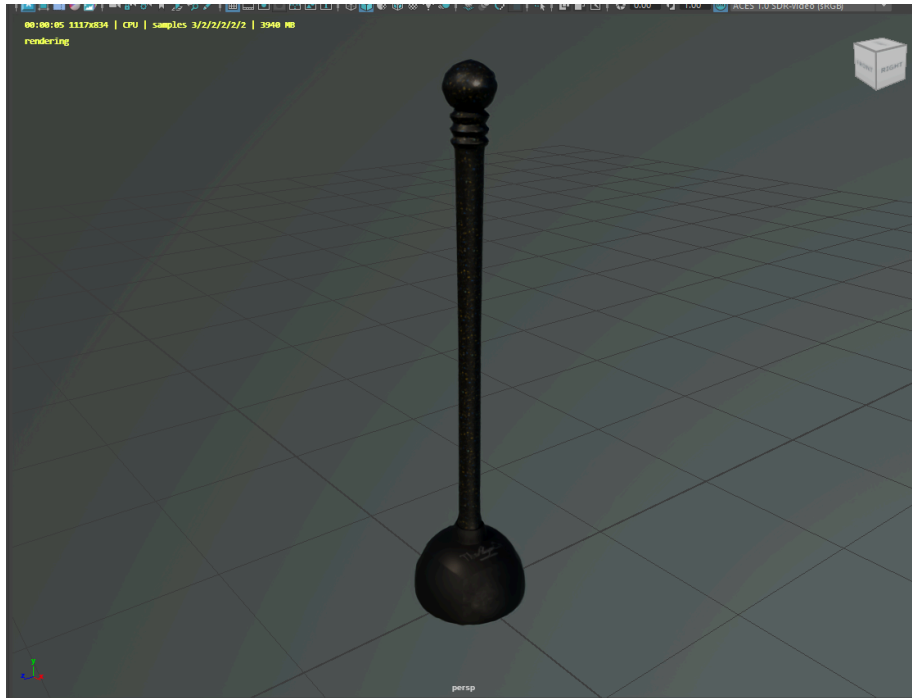


This lab was fun, and presented some challenges. For my first prop of scene 2 I chose a plunger, since you said every good scene needs a plunger! I modeled the plunger in two separate pieces, the head and the handle. I tried a few new things this time around. I tried to avoid Maya's smooth shading this time around to model more closely to how I would in blender. I also tried to make and use a quadsphere in place of ico or uvsphere, this caused some minor normal errors which honestly irk me, but I can fix that later. I also used holding points for the first

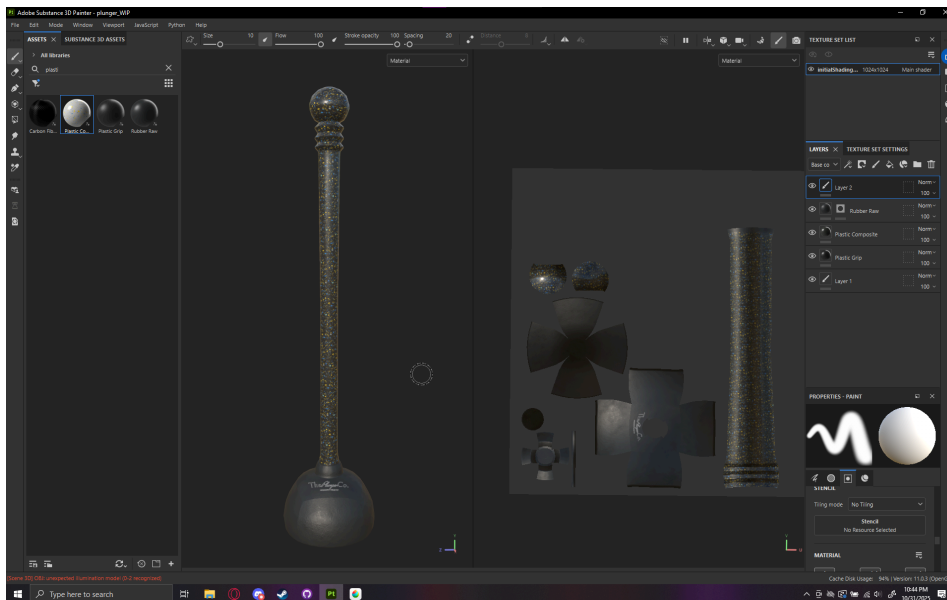


time.

There is also an overlapping structure in the plunger, as I was originally intending to have the handle be translucent so you would be able to see down into it, but ended up making the handle a solid plastic. I also tried substance painter for the first time for this project.

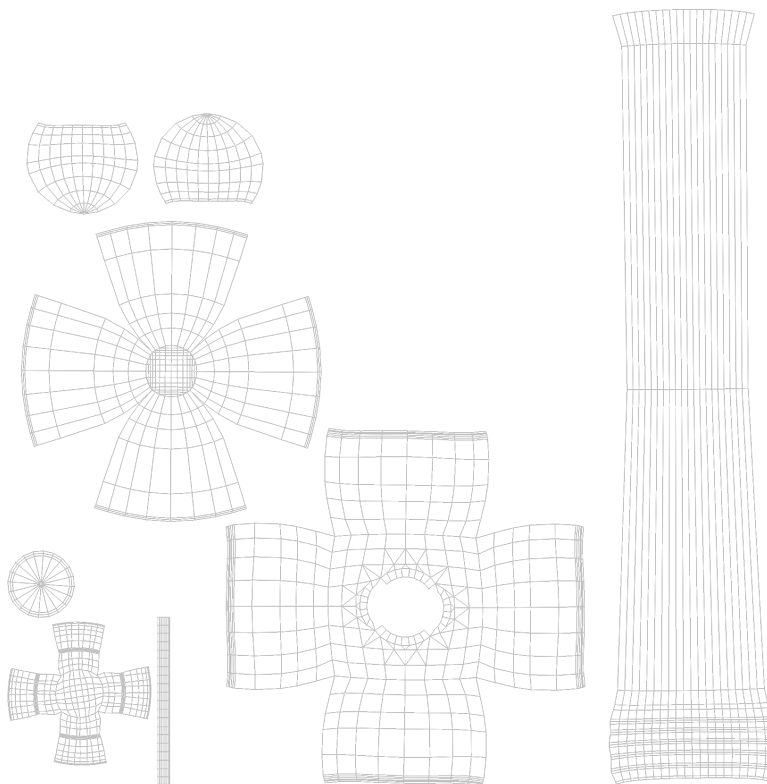
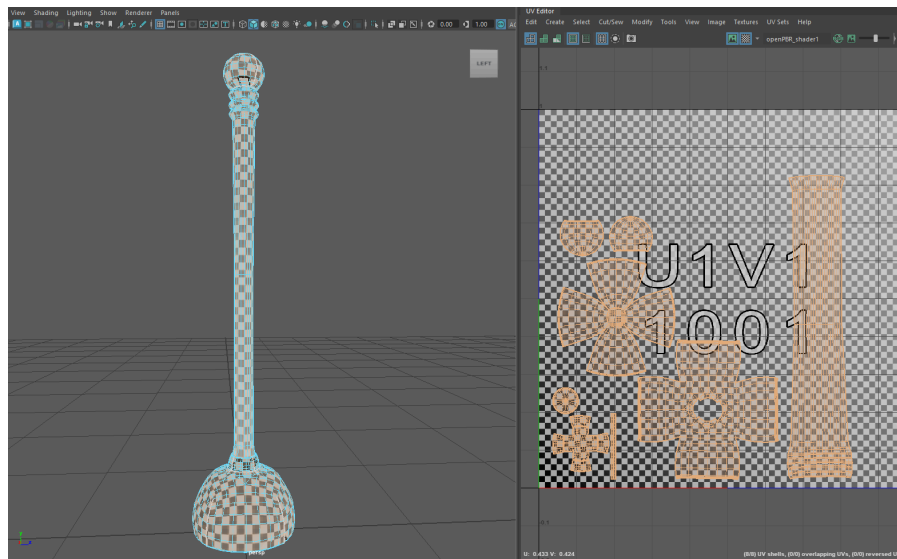


this is the texture is in maya



And this in substance

The plunger is also completely unwrapped, and ready to go.



I also added a simple little stamp to the plunger rubber out of curiosity as to how it worked.



Github link: <https://github.com/Squishitron/DAGV-1200-3D-class>